# **USC: Project Proposals**

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## Name

Unified Secure Channel

## Repo Name

usc

## Description

In enterprise networks, more and more controller and network management systems are being deployed remotely, such as in the cloud. Additionally, enterprise networks are becoming more heterogeneous - branch, IoT, wireless (including cloud access control). Enterprise customers want a converged network controller and management system solution.

#### **Typical Future Enterprise Networks**

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## **Use Cases**

## Use case 1: Call Home

#### Network edge initiates the communication to the controller (NMS)

#### Scenario:

The network edge may be deployed behind a NAT or a firewall, thus the initiation of the session between the controller and network edge has to be from the network edge side; otherwise NAT/FW may drop the session setup request from controller side due to lack of proper states.

#### Challenges:

- Not all existing protocols provide call home mechanism, such as telnet, vnc, snmp etc.;
- Future network service protocols are mandatorily required to provide call home mechanism if it's server side is on devices.

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## Use case 2: Two-way authentication

#### Scenario:

Rogue controller may behave as normal controller and respond to devices' connection request;

#### Challenges:

- Some existing protocols don't provide solid two-way authentication, such as CAPWAP, SNMP etc.;
- The network edge should also authenticate the controller for its following management and service provisioning.

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## Use case 3: Unified channel and single-point authentication

#### Scenario:

Multi-protocol connections between network edge and controller:

Set up and maintain connections for each protocol;
Provide different authentication and security mechanism;

#### Challenges:

- · Various connections to handle, secure channel cannot be reused.
- No consistent and trusted security guarantee;
- Repetitious authentication between a single device and controller

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## Solution

A unified secure channel for management and service provisioning

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## Architecture

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## Scope

Build a unified secure communication tunnel between network element and controller

- 1. Create a secure channel
- 1.1 Allow two-way initiation: Initiate the setup from either one of network element or Controller
- 1.2 Allow two-way authentication
- 2. Create a generic mechanism to support various communication protocols
- 2.1 Invisible to protocols carried
- 2.2 Multiple protocols share the same tunnel

## Resources Committed (developers committed to working)

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## Vendor Neutral

- No vendor package names in code
- No vendor branding present in code or output of build
- No vendor branding present in documentation

Meets Board Policy (including IPR)

## Reference

File:Odl-usc-2014 11 20.pdf